Amendments to the Claims

1. (Currently Amended) A ~~computer product~~ computer-game system comprising:

a map database containing data that represent roads in a real-world geographic locale;

a user interface;

a game engine program ~~that runs~~ configured for running on a computer platform and ~~that presents~~ for presenting a computer game scenario to a user via the user interface; and

an application programming interface program ~~that runs~~ configured for running on the computer platform, ~~accepts~~ for accepting requests for data from the game engine program, ~~accesses the~~ for accessing data from the map database, and ~~provides the~~ for providing data in a suitable format to the game engine program;

wherein the map database, the user interface, the game engine program, and the application programming interface program are stored on at least one computer-readable medium.

2. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 further comprising:

a 3D function ~~that converts~~ configured for converting geographic data from the map database to a perspective view for display in the computer game.

3. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 further comprising:

a smoothing function ~~that determines~~ configured for determining a curve through data points used in the map database to represent a linearly extending ~~features~~ feature, wherein the curve is used for display of the linearly extending feature in the computer game.

4. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 further comprising:

an integration function ~~that combines~~ configured for combining road model data with data that represent roads from the map database to provide a realistic visual appearance of road-related things.

5. (Currently Amended) The ~~computer product~~ computer-game system of claim 4 wherein the road-related things include at least one selected from [[a]] the group consisting of: road colors, road pavement, lane stripes, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

6. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 further comprising:

an integration function ~~that combines~~ configured for combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of polygon shaped features in the geographic locale.

7. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 further comprising:

an integration function ~~that combines~~ configured for combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of cityscape and landscape features in the geographic locale.

8. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 further comprising:

an integration function ~~that combines~~ configured for combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of one of [[a]] the group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the geographic locale.

9. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 wherein the application programming interface program ~~provides for~~ is further configured for providing for spatial queries of data from the map database.

10. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 further comprising:

a game application shell that includes basic logic, rules, strategy, and characters for a type of computer game, wherein the game application shell ~~is accessed~~ is configured for access by the game engine program.

11. (Currently Amended) The ~~computer product~~ computer-game system of claim 10 wherein the computer game is of a type selected from a group consisting of: a road rally game, a police chase game, a location quiz game, a "bot" fighter game, a flight simulator game, a "first-person-shooter" game, an auto theft game, and an urban development simulator game.

12. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 wherein the game engine program ~~performs~~ is configured for performing specific tasks and ~~operates~~ for operating on an as-needed basis during game play.

13. (Currently Amended) The ~~computer product~~ computer-game system of claim 1 wherein the game engine program comprises at least one selected from [[a]] the group consisting of: audio engines, logic engines, rules engines, animation engines, graphics engines, and user interface engines.

14. (Currently Amended) A method of operating a computer game that runs on a computer platform, the method comprising:

using an application programming interface program that runs on the computer platform to accept requests for geographic data from a game engine program ~~that presents the computer game to a user,~~ ;

using the application programming interface program to access data from a map database, the map database containing data that represent roads in a real-world geographic locale; [[, and]]

using the application programming interface program to provide the geographic data from the map database in a suitable format to the game engine program; and

presenting a game scenario on a user interface of a computer platform to a user.

15. (Previously Presented) The method of claim 14 further comprising:

displaying geographic features represented by the data on a display of the computer platform as part of a game play scenario of the computer game.

16. (Previously Presented) The method of claim 14 further comprising:

converting the geographic data from the map database to a perspective view for display by the computer platform as part of a game play scenario of the computer game.

17. (Previously Presented) The method of claim 14 further comprising:

determining a curve through data points used in the map database to represent linearly extending features, wherein the curve is used for display of at least one of the linearly extending features by the computer platform as part of a game play scenario of the computer game.

18. (Previously Presented) The method of claim 14 further comprising:

combining road model data with data that represent roads from the map database to provide a realistic visual appearance of road-related things by the computer platform as part of a game play scenario of the computer game.

19. (Previously Presented) The method of claim 18 wherein the road-related things include at least one selected from a group consisting of: road colors, road pavement, lane stripes, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

20. (Previously Presented) The method of claim 14 further comprising:

combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of polygon shaped features in the geographic locale by the computer platform as part of a game play scenario of the computer game.

21. (Previously Presented) The method of claim 14 further comprising:

combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of cityscape and landscape features in the geographic locale by the computer platform as part of a game play scenario of the computer game.

22. (Previously Presented) The method of claim 14 further comprising:

combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the geographic locale by the computer platform as part of a game play scenario of the computer game.

23. (Previously Presented) The method of claim 14 wherein the application programming interface program provides for spatial queries of data from the map database.

24. (Currently Amended) The method of claim 14 further comprising:

using the game engine program to access a game application shell that includes basic logic, rules, strategy, and characters for a type of computer game ~~, wherein the game application shell~~.

25. (Previously Presented) The method of claim 24 wherein the type of computer game is selected from a group consisting of: a road rally game, a police chase game, a location quiz game, a "bot" fighter game, a flight simulator game, a "first-person-shooter" game, an auto theft game, and an urban development simulator game.

26. (Previously Presented) The method of claim 14 further comprising:

using the game engine program to perform specific tasks and operate on an as-needed basis during a game play scenario of the computer game.

27. (Previously Presented) The method of claim 14 wherein the game engine program comprises at least one selected from a group consisting of: audio engines, logic engines, rules engines, animation engines, graphics engines, and user interface engines.